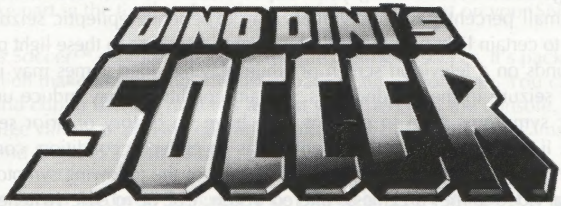
SNSP- ADSP-EUR

DINO DINI'S SOCCER

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Virgin



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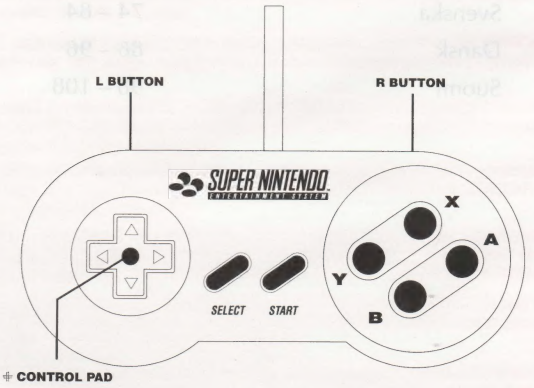
EPILEPSY WARNING

Warning: Read before using your Super Nintendo Entertainment System. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to these light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, **IMMEDIATELY** discontinue use and consult your physician before resuming play.

Starting Up

1. Connect your SNES according to the manufacturer's instructions and make sure that the power is off. Plug in your joypad (or both if you have two).
2. Insert the Dino Dini's Soccer™ cartridge into the machine with its label facing towards you and press firmly down.
3. Turn the power switch ON. After a few seconds the title screen will appear. When the Dino Dini's Soccer™ intro screen is shown you are ready to play. Important: If the title screen does not appear, turn the power switch to OFF immediately. Check to make sure that your system is set up correctly, that the TV is turned to the right channel and that the cartridge is properly inserted. Then turn the power switch to ON again. Always make sure that the console is turned OFF when inserting or removing your cartridge.



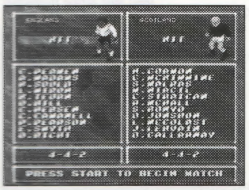
INTRODUCTION

It's regularly watched or played by billions around the globe, it has its own superstars and its own language, it's the most popular sport on earth - it's football. And now you can take part in the thrill and excitement of this great sport on your SNES.

Dino Dini's Soccer™ captures the spirit and the feeling of soccer. It's packed full of features which make this the most realistic football simulation ever. You can play in league, world cup or friendly matches against your friends or the console. You can play in a huge variety of playing conditions against the most famous teams in the world (oh and England's in there too).

Dino Dini's Soccer has been designed to be played by every standard of player. If you're new to the game then you can play against amateurs, but if you fancy yourself as a Stoichkov then have a crack against one of the professional teams. Whatever your ability you're going to love Dino Dini's Soccer™ And remember - it's a game of two halves.

QUICK START



To get straight into the game, press any button when the title screen appears and choose the Friendly option from the main menu. Now click on either Human Vs Computer or Human Vs Human depending on whether you want to play against the console or against a mate. Now pick two teams by clicking any button on the team names. Now press the Start button to begin the match.

FOOTBALL RULES

Football (or soccer as it's also known) is played between two teams of 11 players each (plus two substitutes). One player on each side is a goal keeper and this is the only player who is allowed to use his hands during play. The goalkeeper's job is to defend the goal from the opposing team who will attempt to knock the ball past them and into the net.

The other players on the side kick, head, chest and pass the ball to each other in an attempt to knock the ball into the opponents goal. There are three kinds of player:
Defenders: Their role is to defend their goal by stopping the opposing team from shooting at the goal.
Midfielders: These players play in the middle area of the field, but can also defend or attack depending on the position of the football.
Forwards: These are your attacking players. They will try to score a goal, as will the other players if they get a chance.
Referee: Alright, so he's not a player, but if you do anything naughty (like getting Scotland through to the finals) he'll give you a right ear bashing.

Players can get possession of the ball by tackling members of the opposing team. If the tackle is dirty (usually because the other person has crashed to the floor) then a free kick may be awarded. If this foul takes place in a penalty area then a penalty will be awarded. If the foul isn't very serious a player will be warned, if it is slightly serious then they will get a yellow card and if it is very serious they will receive a red card and be sent off the pitch.

If the defending team knock the ball out of play over their own goal line then a corner is awarded. The ball is kicked back into play by the attacking team from within this small area. There is no off-side rule within Dino Dini's Soccer as this would detract from the flow and playability of the game.

Should the ball go off the side of the pitch, a throw-in will be awarded to the opposing side. Each match kicks off from the centre circle at the start of each half and whenever a goal is scored. Teams swap ends at half time. At full time, the team with the most goals scored, wins.

HOW TO GET AROUND DINO DINI'S SOCCER

Start Button - Pauses a match. Start button again to continue.
X button - Long pass.
Y button - Short pass.
A button - Long kick.
B button - Short kick.

Select button & A button - Repositions the radar.
Select button & B button - Calls up the substitutions screen.
Select button & X button - Changes radar size or turns it off.
Select button & Y button - Positions score line at top or bottom of screen.

R button & Select button & A button - Switches between three aftertouch settings.
R button & Select button & B button - Turns the clock on, off and to automatic.
R button & Select button & X button - Turns the time bar on, off and to automatic.
R button & Select button & Y button - Changes tactics.

L button & Select button & B button - Triggers a replay.
L button & Select button & X button - Switches between directional or rotational shots.

TAKE CONTROL

On the face of it, Dino Dini's Soccer is a simple game. However there are many subtleties to the gameplay which you'll need to familiarise yourself with. If you take the time to learn all the special moves you'll be able to take on all comers and who knows, perhaps even win the world cup!

Controlling a player

Dino Dini's Soccer uses a combination of console and player control for human controlled teams. This means that while you're controlling a player, the others will be marking other players, making runs up the pitch, defending and tackling the other team's players - all according to the tactics which you have chosen.

The console will automatically give you control of the player nearest the ball. As soon as a player on your team gets possession of the ball you are given control of him. This means that you command the plays, the shots, the passes and the defence - you can be as ball greedy as you want.

The level of control you have over the ball depends entirely on the level you have set the game to. You can set the level of ball control by choosing Options from the main menu and then Misc. There are four settings - Novice, Amateur, Expert and Professional. At Amateur setting, the ball 'sticks' to the player's boot, while on Professional, the ball will run ahead of the player as he runs up the pitch.

Running with the ball

Again, this depends on which level you have the game set to. On the Novice level you can run and change direction as often as you want and the ball will remain stuck to your player's boot (unless you get tackled of course). However on the harder settings, you need to carefully change direction by getting on the other side of the ball. On the intermediate settings, you'll lose control of the ball if you change direction too suddenly.

Passing the ball

There are two main methods of passing the ball. Firstly you can perform a pass directly to a player. To do this press the B button for a short pass and the A button for a long pass. Alternatively, you can judge where your players are from the scanner and kick the ball in their general direction. The Y button performs a short kick and the X button performs a long kick.

Tackling

To tackle someone, get in close and press any of the coloured buttons. Your player will slide towards the player who has the ball and if the tackle is successful you will have the ball. If you tackle from behind you risk giving away a free kick, a penalty or being booked and even sent off - so beware.

Shooting

When you're near to the goal you can shoot by pressing any of the buttons. Obviously, if you're outside the penalty area then a long kick will have to be used, but if you're in close a short kick will suffice - you may even be able to 'walk' the ball home.

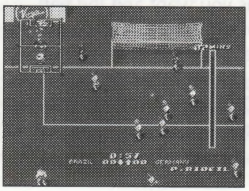
Turning 180 degrees

As with running with the ball, this depends upon which difficulty setting you have chosen. On the easiest level you can easily turn around with no loss of ball control, on later levels, you'll need to run to the other side of the ball and then run back down the pitch.

Throw-ins

If the ball goes out of play on the sides of the pitch then the opposing side get a throw-in. To control the distance of the throw, use the L and R buttons. The line shows the distance of the throw. To change the direction of the throw, use the joypad to move the line left and right. When you're happy, press the Y button to throw the ball.

Corners



If the defending side knock the ball out of play behind their goal line, a corner will be given. To modify the length of this shot, use the L and R buttons - the line shows where the ball will end up when kicked. Use the joypad to move the line left and right in order to target the right player. When you're happy hit the Y button to kick the ball.

Swerve

Depending on the control method you choose from the options screen - the ball can be swerved as it is kicked. This is a very good way of eluding a goalie or getting a pass through. To swerve the ball, hit the key combination you have chosen just after you hit the ball.

Note: You can change your control methods for swerve during a match by holding down the R & Select & A buttons.

Lob and power

Lobbing the ball means kicking it in the air rather than along the ground. This is obviously a good way of getting a ball past attacking players without them intercepting it. Again, the key combination used to effect the strength and height of the ball is selected under Aftertouch on the Options screen.

Free Kicks and Penalties

On Free kicks and Penalties , a line to show the path of the ball appears. You will be able to move the line around, change the height and length of the line, but if the line is able to touch the goal, it will be moved either to the left or the right. This will mean you will have to get the timing correct for any direct shots on goal.

Pitch Orientation

Dino Dini's Soccer can be played either horizontally or vertically - or in other words up and down or from left to right. You'll have to experiment to find out which your prefer, but to change orientation choose Pitch from the Options menu and switch Orientation between 'Hori' and 'Vert'.

Duration and Skill

You can set the duration of a game anywhere between two and twenty minutes. To do this choose Misc from the Options menu and click any button on Match Duration. To change the skill level (and whether or not the ball's glued to your player's feet) click on Ball Control. Of course this doesn't take into account any extra time which the referee might add as injury time.

Substitutions

At any time during a match you can request a substitution. To do this press the Select and B buttons together. Move the joypad up and down to the player you'd like to take off the field and then press the Y button. Then pick the player you want to bring on and press the Y button. When the ball is next out of play your players will be substituted.

Tactics

Tactical play is an important part of any match (unless of course you're Columbia in which case a selection of really crap haircuts is more important) and you'll often need to change those tactics during a match.

To change tactics during a match, hold down the R, Select and Y buttons at the same time. You can now cycle through the eight possible tactical formations.

Injuries

When a player is under your control, a bar will appear above the player -this indicates his current state of health. If a player gets injured, this bar will start to turn clear, when it's completely clear the player will have to leave the pitch and be substituted.

QUICK GAMES

If you don't want to take part in a tournament and fancy a quick and simple game of footy with a mate or against the console then choose Friendly from the main menu. Now choose whether you want to play the console or a mate and click any button. You can now choose the two teams you'd like to use.

You can modify the kit now, by pressing the Y button. Move the joypad down and you can change the positions of your players. To do this, select the first player by hitting the Y button over his name and then do the same on the second. These two players will swap places.

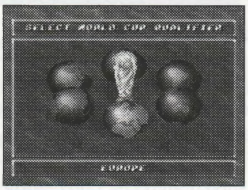
Press the joypad down again and you can change your initial tactics. Simply click on the Y button to cycle through the eight possible options. When you're happy, press the Start button to begin.

WORLD CUP

The world cup is the biggest tournament in the football calendar. Every four years the best football teams in the world get together and battle for a rather fetching trophy at locations all over the world. You can try your hand at capturing this coveted trophy by steering a team through the qualifying heats and into the final. Have you got what it takes to be a world champion?

To play in a world cup tournament, choose the Leagues icon option from the main menu and the World Cup icon option.

Qualifying



There are two options here - you can either pick a team to take through the competition from start to finish or simply pick one that has already qualified. If you decide to skip straight to the finals, skip to the next section (The Draw). To pick teams for qualification simply move down the list of 99 countries are press the A button over any team you want to be human controlled. All the other teams are console controlled.

You can now pick which qualification group to play. All the continents (that's South America, Oceania, Europe, Asia, Africa and America) have teams seeking qualification, even if you haven't nominated any teams from these areas for human control. To complete one of these groups, rotate the globes to pick where to start.

The first group listing for that continent will now appear - to move between groups use the L and R buttons. If any of these teams are human controlled then they will be played from start to finish. If two console controlled teams meet, then you can either watch the match or tell the console to skip to the next game.

Once all the continental qualification rounds have been completed, the game moves into the finals.

The draw

The finals of the world cup are played in a serious of groups which are picked at random. The object here is to finish either first or second in a group to go through to the next stage of the competition. To view all the groups, use the L and R buttons. To play the games from a particular group just click on the B button.

Pick your teams

As we mentioned earlier, up to 99 people can take part in the World Cup tournament. What's more, each person can control as many teams as they want. For instance, you may want to choose two teams each - one a strong side and the other a weak team.

To nominate teams for players each of your friends should either pick their teams or draw them out of a hat. You'll also need both joypads to do this because two human players will undoubtedly meet in a match.

The finals

The process here is very similar to the qualification rounds. Two teams can qualify from each group - these teams going forward to the next round. Once the final group has been resolved you can move onto the next round. If you've skipped the qualifiers and gone straight to the finals then you can press the L and R buttons for a random selection of 16 teams. To make any of these player controlled just press the Y button over the team's name.

The draw for this round is automatic. When all the games have been completed the victorious sides can go through to the quarter-finals, then the semi-finals and finally the cup final.

CHAMPIONSHIPS

There are three pre-programmed championships within Dino Dini's Soccer. These are the European, the South American and the African Championships. The players from each of these regions play very different kinds of football, so it's a good challenge to try and do well in each. The ultimate test is to win all three cups - just how good are you?

Championship Play

Choose Leagues icon from the main menu and then Championships icon. Now pick the teams you'd like to play (you'll need at least 16) by clicking the Y button on the teams. When you're happy press the Start button.

You'll now be able to scroll through the group listings by using the L and R buttons. To start a group press the Y button and you'll then be able to play, view or skip the matches just like the world cup.

THE LEAGUE

Of course you don't have to play in a tournament - there's always the league. To play in a league, choose Custom Tournaments from the main menu and then Custom League.

You should now pick how many players you'd like to be involved. If you want, every one of the 99 world teams can be involved in the league. To include a team and to determine whether it is going to be console or player controlled, simply click the Y button over the team's name.

When you've chosen all the teams hit the Start button and you'll be presented with a table listing all the teams. The scoreboard lists how each team are doing, with the games played, won, drawn and lost and the points for, against and in total from left to right.

League Play

In league play you get two points for a win, one for a draw and none for a loss (although you can change this if you want). Therefore you don't have to win all your matches to come top of the league - it's entirely feasible to get there by drawing and scoring lots of goals.

CUSTOMISING

As you play different games with Dino Dini's Soccer you may well find that you want to modify the teams. This section of the game enables you to change a team's squad and therefore, the way in which they play. By experimenting with the teams you can build up your own world class contenders.

Choose the Custom teams icon option from the main menu and then choose Customise a Team. As you can see, there's room for six custom teams, so let's pick an empty slot. You should now choose the team you'd like to change. To do this click the Y button on any team.

To change your team's opening tactics, just use the L and R buttons to cycle through the eight options. The players on the pitch will show you how the formation looks.

The large box on the left gives details on the abilities of the members of the team, the box at top right lists all those team members and the box at bottom right enables you to modify everything to do with the team. By way of example, let's look at the England squad.

The first person in the squad is the goalie (G Peamen in this case). Press the Select button and the pitch at the bottom will be replaced by your selection options. Highlight the words 'Names and Players' and press the Y button. Move the joypad up and down to pick the person whose name you'd like to change and press the Y button. You can now spell out the new name by using the alphabet at bottom right. When you're happy with the name click on 'End'. To change this person's position use the L and R buttons to move from Goalie, to Defence, Mid and Attack. When you're happy click on the X button.

Now move the joypad down to Colours and Strips and click the Y button. To change any of these variables use the joypad to move up and down and then use left and right to modify them. When you're happy, hit the X button.

If you're not happy with a particular player's skills then click on the Randomise option. You can carry on doing this until you're happy - but remember, you improve one skill to the detriment of another.

You can reset all these change by clicking on the Undo option or save them to battery backed RAM by clicking on SAVE. When you're happy, click on EXIT.

HINTS AND TIPS

- Learn all the different tactics by experimenting on the pitch. If you're a goal down, it makes sense to go on the offensive. Learn where your players are going to be for each different tactic.
- Instead of just sprinting up the field with the ball, try using the X button and Y buttons to pass rather than kick the ball. This enables you to play fast, fluid passing football.
- Generally speaking, if you can't pronounce a team's name, they probably won't be much use on the pitch.
- Change your tactics fast and often, when you've got a goal kick, switch to an offensive tactic with four or five players up front. When they've got a goal kick, try a defensive tactic.
- Resist chanting "One nil, one nil" when you're in the lead, because your opposition is bound to get an equaliser moments later. And they'll let you know it.
- As much as you might enjoy Dino Dini's Soccer, don't get your hair cut like a Brazilian player's or all your mates will laugh at you.

HANDLING THIS CARTRIDGE

For proper usage

- Do not immerse in water.
- Do not bend
- Do not subject to any violent impact. Even if you do lose a match.
- Do not expose to direct sunlight.
- Do not damage or disfigure.
- Do not place near any high temperature source.
- Do not expose to thinner, benzene etc.
- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped is soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

Warning: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

CREDITS

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